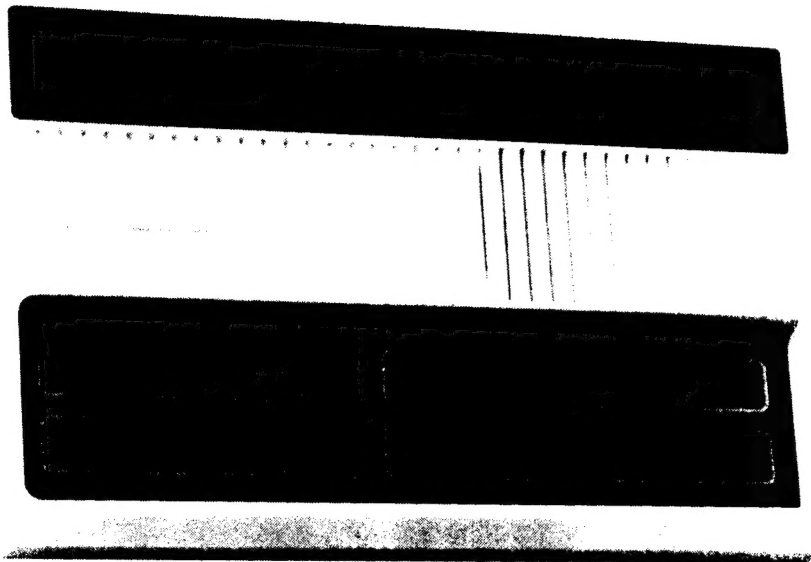# MODEL 300/400

SECURITY SYSTEM

OWNER'S MANUAL

NOTE: Test System Monthly.
(Ask your installing company for procedure)

YOUR MODEL 300 DELUXE SECURITY SYSTEM

INTRODUCTION

Your new Security System utilizes microprocessor state-of-the-art technology to provide reliable electronic protection against intrusion, fire and other emergencies. With your system's flexibility, your installation company will "custom design" the system to fit your needs. All the features are controlled with the Remote Terminal (RT). It is important that you are familiar with the operation of your system to maximize its effectiveness and, just as important, prevent false alarms.

BASIC DESCRIPTION AND CONTROL FUNCTIONS

The basic security system consists of the control panel one or more Remote Terminals (RTs) and the system sensors (door contact switches, motion detectors, smoke detectors and various other sensors).
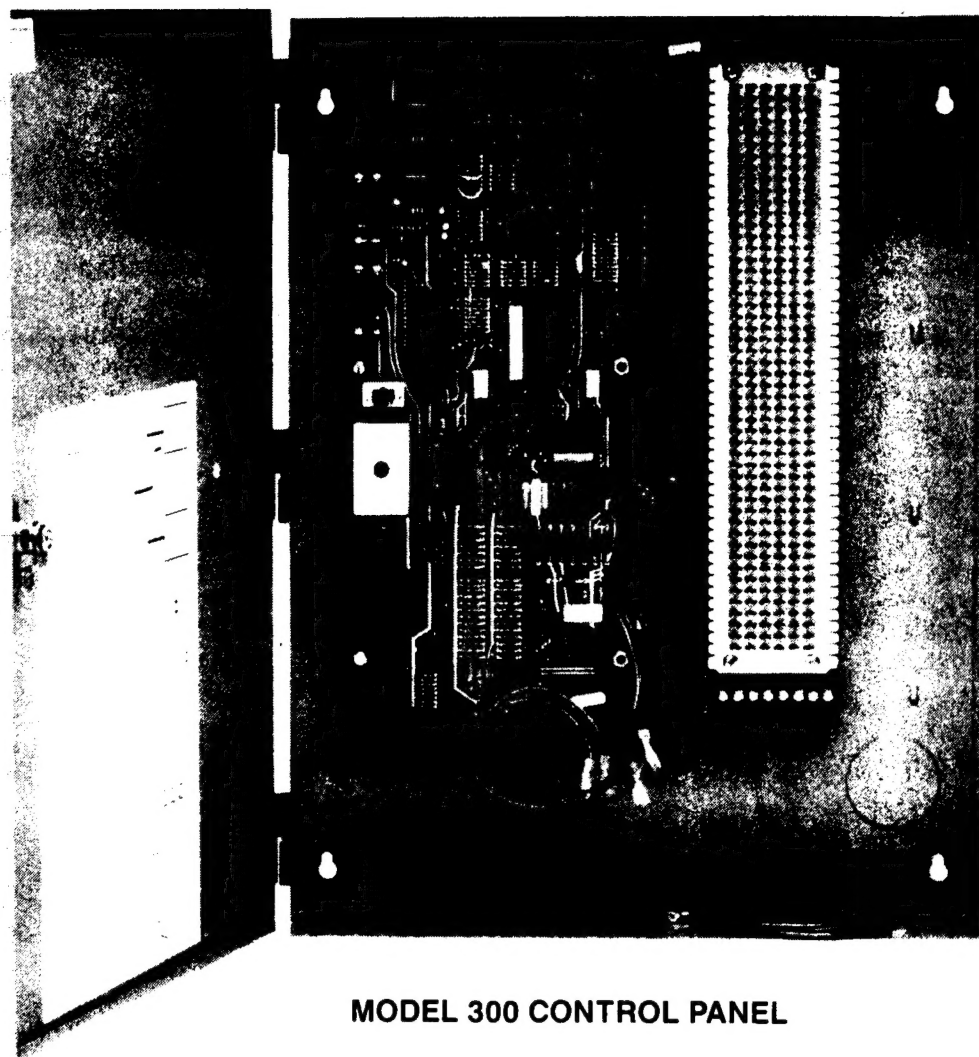
Many of the features of your security system are "customized" for you. The system is programmed by your alarm installer at the time of installation to provide you with the features best suited to your security needs. Your particular installation might have more or fewer features than those discussed here; your alarm installing company should explain which features are appropriate for your situation.

SYSTEM DESCRIPTION

The control panel is the electronic center of your system, providing most of the electronic functions. Normally, you will not have to open the control panel cabinet once it is installed. The only operator control on the control panel is the DC power switch. This should be left in the "ON" position.

The Remote Terminals (RTs) are normally installed at the main exit and entry points. Additional units may be installed to allow for a more convenient operation of the security system. Figure 1 shows the RT, which is used to arm and disarm the system and to enter system commands such as activating the door chime feature. An optional RT with intercom capability may be used. Please refer to the "Intercom Description and Operation" section of this manual.

The security system sensors will be installed wherever necessary, to monitor the condition of doors, windows and open spaces. These intrusion sensors will be turned on and off (armed and disarmed) as required. It is important that the intrusion system be on at all times when your home or building is not occupied. Unlike the intrusion sensors, the fire and emergency sensors are monitored 24 hours a day. Smoke detectors, high and low temperature thermostats and panic switches also fall into this category.
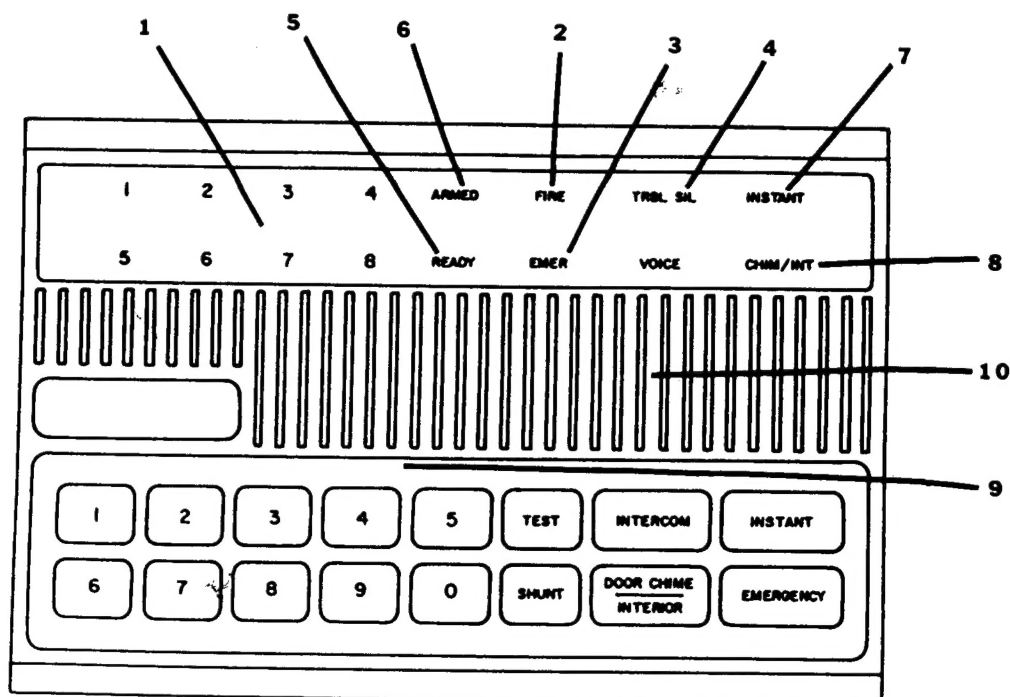
MODEL 300 CONTROL PANEL

REMOTE TERMINAL (RT)

The Remote Terminal is used to control all the functions of your security system. In addition to the touch switches, it contains the system status lights and an internal speaker for audible indications. The following list explains the meaning of each light and describes the audible indications. Most of the lights on the RT can indicate more than one condition; a light that is on may indicate a certain condition but the same light flashing indicates a different condition. You will quickly become familiar with these indications as you use your system. In addition to the standard RT, one with intercom capability, is also available. Please refer to the "Intercom Description and Operation" section of this manual.

1. **ZONE STATUS LIGHTS 1-8**—A zone status light that is OFF indicates a normal zone condition. A zone light that is ON indicates a bad zone. (A

door or window in that zone is not closed). A SLOWLY FLASHING zone light indicates a zone that has been shunted or "bypassed". A RAPIDLY FLASHING zone light indicates a zone that was or is in alarm.

2. **FIRE LIGHT**—Red Fire light OFF indicates a normal condition. Fire light ON indicates a trouble condition (broken wire in the fire circuit). Fire light FLASHING indicates a fire alarm condition.

3. **EMERGENCY LIGHT**—Red Emergency light OFF indicates a normal condition. Emergency light ON indicates a trouble condition (broken wire in the emergency circuit). Emergency light FLASHING indicates an emergency alarm.

4. **TROUBLE SILENT LIGHT**—Red Trouble Silent light OFF indicates a normal condition. Trouble Silent light ON indicates that an audible trouble tone has been silenced (the light is a reminder that a trouble condition still exists). Trouble Silent light FLASHING indicates that the system is in the program mode.

5. **READY LIGHT**—Green Ready Light OFF indicates that either the system is armed or one or more of the zones are bad (window or door sensor is open). Ready light ON indicates that the system is disarmed and all zones are either good or have been shunted or bypassed. Ready light FLASHING indicates that the system is communicating.

6. **ARMED LIGHT**—Red Armed light OFF indicates that the controlled zones (zones that are turned on and off) are off or disarmed. Armed light ON indicates that the controlled zones are active or armed. Armed light FLASHING indicates that the system is in alarm.

7. **INSTANT LIGHT**—Yellow Instant light is turned on and off by touching the Instant Key Switch. Instant light OFF indicates that the delays for Exit/Entry delayed zones are enabled. Instant light ON indicates that all Exit/Entry delayed zones are now Instant. In other words, these zones no longer have a delay before an activated sensor will cause an alarm.

REMOTE TERMINAL
4

8. **DOOR CHIME/INTERIOR LIGHT**—Yellow Door Chime/Interior light is turned on and off by touching the Door Chime/Interior Key Switch. This light indicates two different things dependent on whether the system is armed or disarmed.

SYSTEM ARMED—Door Chime/Interior Light OFF indicates that the Interior zones are off or disabled. When ON indicates that the Interior zones are on or enabled.

SYSTEM DISARMED—Door Chime/Interior Light OFF indicates that the Door Chime feature is off or disabled. When ON indicates that the perimeter zones will cause a chime when a sensor in those zones is opened or closed.

9. **NIGHT LIGHT**—The RT Night Light has two brightness levels. In the normal standby condition the Night Light will be dimly lit. It will become bright when you use the RT or during Entry delay time to help you see it when entering a dark building. Five seconds after you last pressed a key, the night light will become dim again.

10. **BUILT-IN SPEAKER**—The RT's built-in speaker gives audible indications of alarms, troubles, exit/entry warning tones and a short "beep" whenever a Key is pressed. The speaker is also used for the optional intercom (refer to Intercom section). The following is a short description of each audible indication.

Fire Alarm—A high volume, high pitch intermittant tone.

Emergency Alarm—A high volume, low pitch intermittant tone.

Intrusion Alarm—A high volume, alternating high/low pitch constant tone.

Trouble Condition—A low volume, high pitch tone that sounds for 1 second every 10 seconds.

Exit Tone—A low volume, low pitch intermittant tone.
(beep-beep----------beep-beep...) Last 8 seconds of Exit delay changes to rapid intermittant tone. (beep-beep-beep-beep...)

Entry Tone—A low volume, alternating high/low pitch intermittant tone.
(deedle-deedle------deedle-deedle------deedle-deedle...)

Door Chime—A low volume, high to low pitch tone similar to a doorbell. Sounds once each time a perimeter sensor is opened or closed.

Key "Beep" Response—A short, low volume "beep" that sounds each time you press a switch on the Keypad.

OPTIONAL SYSTEM FEATURES

Your system offers many optional features which can be programmed by your alarm installation company. The following paragraphs explain some of these optional features. Check with your alarm installer to see which features apply to your system.

- **ENTRY DELAYED ZONES**—Any Intrusion zone can be programmed to be an Exit/Entry Delayed zone. These zones will not cause an alarm until after the Exit or Entry delay time has elapsed.

- **INTERIOR ZONES**—Any Intrusion zone can be programmed as an Interior zone. Interior zones are turned on and off with the Interior Key Switch, without affecting perimeter zones.

- **INTERIOR ZONE FOLLOWER**—This option will make the Interior zones entry delayed when an entry delayed perimeter zone is violated first. This enables you to disarm the system from a keystation located in an interior zone.

- **DURESS REPORTING**—This option allows you to signal the central station if you are being forced to disarm the system by an intruder.

- **CODES 1-8 CAN EACH SHUNT ONLY THEIR CORRESPONDING ZONE**—This option could be used in some applications where up to 8 individuals are using the same system, and it is desired that each use a separate code.

- **CODE 8 CANNOT DISARM**—This option could be used if you wish to give someone an access code to Arm the system only.

SYSTEM OPERATION

A. To Arm the System.

NOTE: If the red ARMED light is on, the system is already armed.

1. The green READY light should be on. (If it is off, check to see that all sensors are in a non-alarm condition.)

2. Enter your access code. The red ARMED light will turn on and the green READY light will go off.

3. If you enter the wrong code you MUST wait 5 seconds before entering the correct code.

B. To Disarm the System:

NOTE: If the red ARMED light is off, the system is already disarmed.

1. Enter your access code. The ARMED light will turn off and the READY light will turn on.

If you came through an Entry zone to reach the keypad, you will hear the pulsing entry tone as you approach. If you do not disarm the system during the entry delay, the system will go into alarm. Depending on how your system is programmed, all shunted zones will be unshunted whenever the system is disarmed.

C. In the Event of an Alarm:

In the event of an alarm condition:

1. All siren speakers are activated.

2. The system seizes the telephone line and reports to the Central Station.

3. The "ARMED" light begins flashing.

4. The light indicators corresponding to the alarm will light up.

NOTE: If your system has the voice command feature, the internal siren speakers will automatically shut off, after the Central Station has been alerted, and become microphones to enable you to communicate to the Central Station.

5. The system will automatically shut-off and reset after a pre-programmed interval.

NOTE: When your system is communicating to the Central Station, your telephone line will be "seized" and unavailable for other use.

D. To Disarm and Reset the System from an Alarm Condition:

NOTE: The ARMED light will be flashing along with the zone, fire or emergency light indicating an alarm condition.

1. Enter your access code. If the audible alarm indication was sounding, it will stop. The ARMED light turns off then the system is disarmed. If the ARMED light keeps flashing, one of the 24 hour zones is still violated.

2. The zone(s) light that is flashing indicates which zone caused the alarm condition. This light will continue to flash even after the system is disarmed. This feature alerts you to which zone caused the alarm, so you may restore that zone. When you re-arm the system these lights will turn off. To clear alarm memory when disarmed, press the "SHUNT" key, then press the "TEST" key.

E. To Shunt (Bypass) a Zone:

CAUTION: Do not try to shunt a zone which is already shunted. You would unshunt it since shunt status changes by toggling (alternately).

1. Press the "SHUNT" key.

2. Press the zone number you wish to shunt.(Only one zone at a time).

3. If you don't hear a long beep, and you wish to arm the system, then enter your access code.

If the system is disarmed, the shunted zone will begin slowly flashing. Depending on programming, you may not be able to shunt certain zones. Check with your alarm system installer.

F. To Unshunt (Re-enable) a Zone:

NOTE: The procedure for shunting and unshunting is the same. The status simply toggles or changes to the opposite condition.

1. Press the "SHUNT" key.

2. Press the zone number you wish to unshunt (Only one zone at at time).

3. If you don't hear a long beep, then enter your access code.

The flashing light representing the shunted zone will stop flashing.

NOTE: To shunt or unshunt a zone the system must be disarmed.

G. To Silence a Trouble: (Trouble is a 1 second tone every 10 seconds.)

1. Press the "SHUNT" key

2. Press the "0" key.

3. Enter your access code. The trouble tone will stop. The "TROUBLE SILENT" light will turn on as a reminder that a trouble condition still exists. The "TROUBLE SILENT" light will turn off as soon as the trouble has been repaired.

NOTE: Contact your alarm company to repair the trouble condition. The trouble will adversely affect system performance.

H. To Manually Activate a Fire Alarm: (Not on all systems)

1. Press the "FIRE" key and hold it down for 1 full second (the 1 second delay reduces the possibility of a false alarm). The "FIRE" light will begin to flash. The "READY" light will also flash indicating that the system is dialing the Central Station. If the system was armed, the "ARMED" light would also begin flashing to indicate the alarm. This key is active 24 hours a day, whether the system is armed or disarmed.

I. To Activate an Emergency Alarm:

1. Press the "EMERGENCY" key and hold it down for 1 full second (the 1 second delay reduces the possibility of a false activation). The "EMERGENCY" light will begin to flash. The "READY" light will begin to flash, indicating that the system is dialing the Central Station. If the system was armed, the "ARMED" light would also begin flashing to indicate the alarm. This key is also active 24 hours a day.

J. To Test the Communicator:

IMPORTANT: Before testing, call 360-1900 to advise that you are going to send a test signal.

1. Press the "TEST" key.

2. Enter the "0" access code. A test code will be sent to the Central Station only if the dialer is NOT sending something else. The Burglary Alarm tone will sound for 2 seconds. All RT lights will come on for 2 seconds so you can verify their operation. The "READY" light will begin to flash, indicating that the communicator is active.

K. To Change Exit/Entry delayed Zones to Instant:

NOTE: If the "INSTANT" light is on then all exit/entry delayed zones are already instant. (In other words, the exit/entry delay has been disabled.)

1. Press the "INSTANT" key. The "INSTANT" light is toggled on or off by this key. When the "INSTANT" light is on, all exit/entry delayed zones are now instant zones. When the "INSTANT" light is off, all exit/entry delays are operational. This feature could be used at night, for example, when you are in for the evening and wish to disable the exit/entry delays until the morning.

L. To Disable and Enable Interior Zones:

1. Press the "DOOR CHIME/INTERIOR" key. The "DOOR CHIME/
INTERIOR" light will toggle on or off. When the system is armed and
this light is on, the interior zones are active and will cause an alarm if
violated. When the system is armed and this light is off, the interior zones
are disabled and you are free to move about the interior zones without
causing an alarm. Depending on programming, the system may have
to be disarmed before the "DOOR CHIME/INTERIOR" switch will be
functional.

M. To Use Door Chime Feature:

1. Press the "DOOR CHIME/INTERIOR" key. The "DOOR CHIME/
INTERIOR" light will toggle on or off. When the system is disarmed and
this light is on, you will hear a chime each time a perimeter zone sen-
sor is opened or closed. When the system is disarmed and this light
is off, no chime will be heard. You will not hear this door chime when
the system is armed.

N. To Activate Duress:

If you are being forced to disarm the system by an intruder, you can signal
the Central Station as follows:

1. Press the "9" key, as if it were a normal step in disarming the system.

2. Enter your access code. A duress code will be reported to the Central
Station; however, the "READY" light will not flash as it normally does
when communicating.

**NOTE: Use caution in selecting the Duress option and know how to
use it. Be careful to avoid false duress activations.**

O. To Locate a Violated Zone:

If the system is disarmed and the "READY" light is not on, one or more
of the intrusion zones are violated. Check the zone status lights to deter-
mine which zone(s) is violated. A zone status light that is on steady indi-
cates a violated zone.

P. Optional Intercom/Voice Command Module (Model 400)

All the operating features of this module are the same as the standard
Model RT except for the Intercom. To operate the Intercom feature simply
press and hold the "INTERCOM" key to talk to someone at the external
speaker/microphone. When you have finished talking, simply release the
"INTERCOM" key and you will now be able to listen to the speaker/micro-
phone for anywhere from about two (2) to ten (10) seconds, depending on
how the Intercom Module is adjusted. Press the "INTERCOM" key again
to extend the conversation. If the system is in alarm and the bell or siren
is sounding, you will NOT be able to use the Intercom feature. The word
"VOICE" will light at the RT whenever the Intercom is in use.

NOTE: The Intercom cannot be used to talk or listen to other Remote
Terminals.

Q. Access Codes:

Access codes are used to perform the following functions:

- Arming the system
- Disarming the system or resetting an alarm and resetting smoke detectors.
- Silencing a trouble indication.
- Testing the automatic dialer.
- Shunting zones (depending on programming you may or may not need to enter your access code when shunting zones).

An access code is entered as follows:

1. Press the digits of your code in the proper sequence.

2. A slightly longer beep will be heard when you press the last digit.

PROGRAMMING ACCESS CODES

In most applications only one or two codes will be used. When more than one code is used, each code must start with a different number. The code starting with zero ("0-code") is the only code that will:

1) Activate the Test feature, and

2) Put the system in the Programming Mode.

DATE: _____

SYSTEM INSTALLED BY: _____

_____

_____

_____

BEFORE TESTING CALL: _____

FOR SERVICE CALL: _____

MY ACCOUNT NUMBER IS: _____

ACCESS CODES

0 __ __ __ __   5 __ __ __ __

1 __ __ __ __   6 __ __ __ __

2 __ __ __ __   7 __ __ __ __

3 __ __ __ __   8 __ __ __ __

4 __ __ __ __   9 __ __ __ __

Access codes may vary from 2 to 5 digits.

PROGRAMMING BY THE USER:

1. Put the system in Program Mode by:
   a) Pressing "SHUNT" key
   b) Pressing "TEST" key
   c) Enter existing "0-code"

   The "TROUBLE SILENT" light will flash, indicating the access code(s) is ready to be programmed.

2. Enter the new 0-code, if it is going to be changed (2 to 5 digits).

3. Press "TEST" key after each code combination.

4. Repeat steps 2 and 3 for each code.

5. Press "TEST" key three times to exit the Program mode.